



73rd ANNUAL SPRING MEET 2019

RULE BOOK

APRIL 26th-27th

HOSTED BY SUNY COBLESKILL

HEAD JUDGE: John Hollister

ANNOUNCER: Dave Johns

General Rules

1. Any conflicts, issues, disagreements, etc. with any given event must be made clear to the head judge by the team captain as soon as possible to be resolved.
2. All teams will consist of 6 competitors and 1 optional alternate. There will be 3 divisions, Men's, Women's, and Jack-and-Jill. Jack-and-Jill teams must include at least 3 women.
3. Scoring will be determined on a 100 point scale for all 17 events. The winning team will receive 100 points and the others will receive a percentage based on their time in the specific event.
4. The cadence for every event will be "Contestants Ready? Timer's ready? 3, 2, 1, GO!"
5. For any chopping event, the starting individual MUST have the axe on the log until "1", but may not strike the wood until "GO!" Violators may not restart and will be penalized 5 seconds.
6. The remainder of the events will state on "GO!" Violators may not restart and will be penalized. The penalty will be 5 seconds for each violation
7. When competitors are finished with the event, they must call time. Stopwatches will continue to run until "Time!" has been called.
8. Prior to all events, judges will inform all competitors of specific rules and the flow of the event. Men's wood will be larger than Women's wood for chopping; all sawing will be on 8"X8" cants.
9. Jack-and-Jill teams will use all men's wood sizes.
10. Teams must supply all chains, binders, straps, horizontal chop stanchions, etc. for all events. None will be provided. Cobleskill will supply Standing block and sawing stands only.
11. Competitors will be given a specified amount of time to complete a task/event. If the time is up, unfinished competitors must stop, and take a disqualification (zero points) on that event. Judges will inform the competitors of time constraints prior to the event.
12. Rules are subject to change due to specific issues, but all teams will be notified of the change.
13. All sawing wood will be square and chopping wood will be round.
14. Head Judge will settle all disputes

Wood Sizes are subject to change based on wood availability

Safety Rules

1. Safety is the main objective. We are striving to make this competition completely injury and accident free. Use of safety gear is mandatory and will be enforced in all events.
2. Chopping/Splitting – "Booties" or chain-mail must be worn on both feet for protection.
3. Canoeing – Canoeing competitors must wear a properly fitted personal floatation device in case of accident. Must be a certified PDF; no inflatable vests.
4. Stock Saw- all safety gear must be worn when operating a chain saw in competition. This includes chaps, eye protection, and hearing protection.

Event Rules

Team Events

Team Cross-Cut

1. The team will, in pairs, make 2 cuts for a total of 6 cuts made.
2. Each member must participate.
3. All cuts must be made on team's assigned cant.
4. Cutouts must be re-cut. If the cookie breaks but pieces can be fit together, it does not have to be re-cut.
5. If 9 complete cookies are not made when competitors yell "TIME," they will be disqualified.
6. Both men and women will cut on 8"x8" wood.

Team Bow Saw

1. The team will, in relay, make one cut for a total of 6 cuts.
2. Each member must complete one full cookie.
3. Competitors must make all cuts on team's assigned cant.
4. All cutouts must be re-cut. If the cookie breaks but pieces can be fit together, it does not have to be re-cut.
5. If 6 complete cookies are not made when competitors yell "TIME," they will be disqualified.
6. Both men and women will cut on 8"x8" wood.

Team Log Roll

1. The team will, in pairs, complete a specified section of a obstacle course and/or decking.
2. Each member must participate.
3. Peavies must remain off of the wood until "GO!"
4. Both ends of the log (not necessarily at the same time,) must hit the respective posts before changing pairs.
5. No physical assistance can be made by another pair or team.
6. Logs may not be intentionally touched by any body part or there will be a penalty.

Team Pulp Toss

1. The team will, equally in relay, toss four pulp logs between two sets of stakes.
2. Each pulp log that rests between the stakes receives one point. Fastest time to 48 total points.
3. The men's pit will be 20'x4'; the women's pit will be 15'x4'.

4. Any and all pulp logs that land short of the stakes must be pulled back before tossing. If not, no points will be awarded. Any logs that cross the plane of the stakes do not count for a point, but do not need to be pulled before tossing.
5. Foot Fouls - First offense: warning. Second offense: current pulp being thrown does not count towards points. Third/+ offense: all four pulp logs thrown by that individual will not count for points.
6. Pulp logs must come to a complete stop, in or out of the pit, before next competitor touches the logs.

Canoe Relay *The Canoe Relay event is held like this due to constraints such as time and location. It will be run in this manner to appease all teams.

1. All competitors will complete a section of a canoe relay.
2. There will be 2 teams per heat.
3. Each heat will run as described: Start Singles, Singles, Doubles, Single Portage, Finish Single Portage. This is all 6 competitors canoeing for 1 time.
4. The first singles canoe will start on north end of pond and on "GO!" both teams will "drag race" to south end of pond. When competitor crosses line at south end, competitor will dismount canoe, and second singles will get in and "drag race" to the north side.
5. Once the second singles competitor reaches the north end, they shall dismount canoe. Doubles competitors will get in the canoe and "drag race" to the south end. Once the doubles competitors get to the south end, they will dismount the canoe and the first portage competitor will get in and "drag race" to the north end.
6. Once the first portage competitor reaches the north end, they will dismount canoe and drag/carry a short distance to the second portage competitor. There will be a hand-off area in which canoe must be exchanged between first and second competitor. The second portage competitor will then run back down to the north end of the pond, get in canoe, and "drag race" to the south end of the pond. Once the whole canoe has crossed the designated line on the south end, time will stop.
7. Competitors may help other teammates get in and out of canoes when they are in designated changing stations. They may not help or touch the canoe when it is out of this area.
8. There will be a center line dividing the two teams in each heat. If there is a deliberate act of crossing this line or disrupting another team competing, a 1-minute penalty will result.
9. Only 1 canoe may be used for this whole event. In the event of canoe failure, one back-up canoe may be substituted during the competition resulting in a 1-minute penalty.

Team Packboard Relay

1. Teams will complete a relay course with a secured, weighted pack board.
2. There will be a walk-through prior to the event with all captains.
3. The first competitor will wrap up supplied sand bag and frying pan in a blanket and tie on to pack board. Once tied, the competitor will run designated course to the first change station.
4. The second competitor will receive the packboard from the first competitor in the change area and run their course. The second competitor will run to the second change station and hand off packboard to third competitor. This same flow will be followed until the last competitor receives the packboard from the fifth competitor and run's across the finish line.
5. If packboard falls apart, competitor must stop forward movement, move out of the way of other competitors, re- tie packboard, and then continue to their next station.
6. Carrying loose parts of the pack board in arms is not prohibited and will result in a penalty.
7. If packboard falls apart in changing station, both team members may help to re-tie the packboard.
8. If competitor deliberately cuts part of the course or runs off course, the team will be penalized.

Singles Events

Pole Climb

1. One competitor will climb up a designated pole and hit a painted stripe on top as fast as possible.
2. The competitor must have a proper safety harness on that is adequate for climbing.
3. The competitor may not touch the wood with any part of their body or equipment before "GO!"
4. Toe gaffs are not allowed.
5. Excessive jumping to the hit stripe early will not be tolerated, due to it being unsafe for competitor and others.

Single Buck

1. One competitor will saw completely through a uniform, horizontal log using a cross-cut/single buck saw.
2. There may be one person from the team to help wedge, spray oil, and line up the saw.
3. The kerf length will be equivalent to a one dollar bill.
4. Competitor will be given 3" of wood to make the cut.

5. If there is a cutout or use of over the 3" allotted wood, a 30 second penalty will be given.

Birling

1. The competitor will be given 1 minute to stay on the log for as long as possible.
2. Timing starts when the competitor lets go of the pole and ends when he or she hits the water.
3. A teammate may hold a pole for the contestant while they get on the log. If the competitor falls off before the time starts, they must get back on the log immediately.
4. Competitors are not allowed to wear cleats or spiked shoes on a synthetic or carpet log.
5. The two falls will be recorded, with only the best time counting.
6. The competitors who stay on for a full minute or the four longest times will advance to an elimination bracket to determine the overall winner
7. The top competitors who have the longest times will then be placed in a head to head elimination bracket, where two competitors will birl on the log at the same time. The two competitors who win their best-out-of-three falls will continue onto the final round. The losers will compete again for 3rd and 4th place.

Fly Casting

1. One competitor will cast a provided fly into distinctly marked rings for points.
2. Competitor must supply own fly rod with reel and line with a maximum rod length of 9'.
3. Competitor will choose one of the supplied flies. Approximately 10 similar hook less flies will be specifically made for this event.
4. Leader after the fly has been tied on must be at least 5 feet in length.
5. Three easily visible rings at separate distances (20', 40', and 60') will be placed on the ground; further distances being worth more points than closer rings.
6. Competitor will initially cast to the 20' ring. Once the 20' ring is made, the competitor may then proceed to cast towards the 40' ring. Once the 40' ring is made, the competitor can try for the 60' ring.
7. If the competitor makes all 3 rings, they are entitled to attempt the coarse again for more points, proceeding in the same order.
8. There will be a designated area for the fly caster to ensure equality of all competitors and also for safety for all spectators. There will also be a designated warm up area for practice.
9. There is a 2-minute time limit to hit as many targets as possible.

Obstacle Pole

1. This event will consist of axe throw, running up an inclined pole, bow saw, and cookie split.
2. Competitor will start with throwing axe in hand. Once time starts, competitor will stick it (in any fashion) in the front face of the target.
3. Once the competitor sticks the axe, he/she may run to the inclined pole, mount below a designated line and run up the pole. Once at the top, the competitor must bow saw one cookie off the end of the pole. To retrieve the bow saw before his/her cut, the competitor may leave it hanging at the end of the pole, or the saw may be handed to them by another person standing by the pole. If a cookie is broken, it may be finished. The competitor will then put down the saw and return dismounting below the designated line.
4. Once off the inclined pole, the competitor will perform cookie split on 3 cookies. Each cookie will have a dot in the center. Competitor must split each of the cookies in half, with a portion of the dot remaining on either half.
5. Time will stop when all 3 cookies are split.
6. If the competitor falls off the log above the designated line on the way up, they must remount below the line to continue. On the way back down if they fall off they will have to remount and return to where they fell off before continuing.
7. General penalties at discretion of judge will be 10 seconds (dismounting before designated line, foot fault on axe throw etc.)

Stock Saw

1. Saw will be provided.
2. Men's and Women's may have different size saws.
3. The saw will be running on the ground with the chain brake OFF.
4. Edge of competitor's fingers must be touching far side of the cant.
5. When the timer says "GO!" the competitor will pick up saw and make 3 cuts in a down, up, down fashion. Time will stop after the third cut has been completed.
6. If a cut out happens and if there is enough wood to make a recut the competitor may do so.
7. Only 5" will be allowed for the 3 cuts.
8. Using more than the allotted 5" will result in a 10-second time penalty.
9. All safety gear must be worn or risk disqualification.

Triples Events

Underhand Chop

1. Three competitors will, in relay, chop through their logs as fast as possible.
2. On "GO!" the first chopper will completely chop through their cant. Once the first chopper has completed, the second chopper will then chop their cant. Once the second chopper has completed, the third chopper will then completely chop through their cant.
3. Only one person may be chopping at a time, otherwise penalties will result.
4. No competitor may chop another teammate's cant.
5. Men and women will chop on round wood size to be determined.
6. After chopping, no competitor may touch the log until the judge has checked the cant.
7. Wood sizes as well as wood species will be determined at a later date.

Barrel Split

1. Three competitors will, in relay, split their designated logs with an axe and place every full length piece in a hole on the top of a barrel.
2. The barrels will have equal sized (5"x5") square hole.
3. On "GO!" the first splitter will split and stuff their log into the barrel. Once the first splitter has completed, the second splitter will then split and stuff their log into the barrel. Once the second splitter has completed, the third splitter will then split and stuff their log into the barrel.
4. Only one person may be splitting/stuffing at a time, otherwise penalties will result.
5. No competitor may split, stuff, or touch another teammate log.
6. If the barrel becomes full with split wood, the barrel may be picked up to empty it and/or moved to a more desirable location.
7. All full length pieces of log must be placed in the barrel, otherwise penalties will result.
8. Hitting the log into the top of the barrel with the axe or other log is not prohibited.

Doubles Events

Scoot Load

1. Two competitors will "log roll" three logs off of a decking platform, then deck the logs back to the same starting position.
2. All three logs must hit the stakes at the bottom of the decking platform before returning.
3. The logs may not be intentionally touched with any part of the body or specified penalties will result.
4. Once all 3 logs are decked onto the platform in the correct slots, competitors will call "TIME!" Time will stop and judges will assess if logs are in proper areas.

5. The flow of the competition and specific rules will be described by the judges before every start.

Standing Block Chop

1. Two competitors will completely sever a vertically oriented block.
2. The first competitor will start chopping through the first side of the block. Once they determined they have gone halfway through, the second person can start chopping the other side.
3. Once the first person is done, they must yell "GO!" to signal their partner's start.
4. Both competitors must compete.
5. Once the block has been completely severed, time will stop.
6. No two choppers may be chopping the same block at the same time.
7. After the second person starts, the first chopper may not touch the block until the judge confirms the time.
8. The wood size and species will be determined at a later date.

Cross Cut to Death

1. Two competitors will make a series of cuts through a 12 or 13" round cant for the fastest time.
2. Men will make 3 cuts on a 13" round and Women and J&J will make 2 cuts on a 12" round
3. All cookies must be complete. If there is a cut out or pieces cannot be fit together, the team must recut before yelling "TIME!" to the judges. If the required amount of cookies have not been completed when the team yells "TIME!" the team will be disqualified.